

(ATT, TNT2 PRO). Uses can judge if the system is enable or not by transferring MP4\_ClientIsSupport.

4. Set number of network end by user.

Details down to explanation of MP4\_ClientSetNetPort and MP4\_ServerSetNetPort

## Introduction

The Network Library provides a high level interface for developing applications that capture and playback audio/video via network. The behavior is defined as follow:

1. The Library includes server (proserver.dll) and client (proclient.dll). The server runs with the S26X MPEG4 cards. The clients run on the remote machines.
2. The Library supports TCP, UDP, Multicast transfer mode.
3. The client can open several video display windows at the same time. The number of windows can be viewed depends on the performance of host CPU (for example P4 1.6G ----9 windows; P3 800----4 windows, etc).
4. The display adapter must support DirectDraw Blt Shrink and Stretch by hardware if the client want to open several video display windows at the same time.
5. The server can only running on the system that has S26X series cards installed.

## Program Instruction

*The sequence of functions called at the end of server*

1>. The following functions are called when the server is starting:

```
MP4_ServerStart ;
MP4_ServerSetMessage ;
MP4_ServerCheckIP ;
MP4_ServerCheckPassword ;
MP4_ServerMaxUser ;
MP4_ServerSetStart ;
MP4_ServerSetStop ;
MP4_ServerSetNetPort ;
MP4_ServerSetBufNum ;
MP4_ServerSetIBPMode ;
```

And the following functions should be called before MP4\_ServerStart:

```
MP4_ServerSetStart ;
MP4_ServerSetNetPort ;
MP4_ServerSetBufNum ;
```

2>. The others can be called at anywhere that after MP4\_ServerStart, before MP4\_ServerStop.

***The sequence of functions called at the end of client***

- 1>. When the Client SDK is used, MP4\_ClientSetNetPort should be called at first, then MP4\_ClientStartup. When stop using the Client SDK, call MP4\_ClientCleanup.
- 2>. The following functions should be called before MP4\_ClientStart:  
MP4\_ClientSetShowMode;  
MP4\_ClientSetTTL;
- 3>. The following functions should be called after MP4\_ClientStart  
MP4\_ClientStartCapture;  
MP4\_ClientStartCaptureFile;  
MP4\_ClientAudioStart;  
MP4\_ClientAudioVolume;  
MP4\_ClientSetBufferNum;  
MP4\_ClientSetPlayDelay;  
MP4\_ClientSetQuality;  
MP4\_ClientSetCapPicCallBack;  
MP4\_ClientSavePicFile;
- 4>. The others can be called at anywhere that after MP4\_ClientStartup, before MP4\_ClientCleanup.

***Support the function of record only without decoder:*** Set the m\_hShowVideo( member variable of CLIENT\_VIDEOINFO) as NULL, then the Client can record only without decoder.

***The operation of clean buffer***

User can call this function MP4\_ClientCleanBuffer to solve the problem that the delay increases in PSTN.

## **Server Functions**

This section gives a more detailed specification of the functions available in the server API.

### **1. MP4\_ServerStart**

This function starts the server. The format of the call is:

```
BOOL __stdcall MP4_ServerStart(PSERVER_VIDEOINFO videoinfo);
```

**Parameters**

videoinfo holds the information of every channels of cards installed in the system.